

THE GREAT
MOUNTAINS

PRELUDES

SHADOW OF THE BEAST II



At first, mountains were their ally. Now they're not.

Out of the Shadows... And into the fire. The Beast Lord's minions are out to avenge their fallen master's destruction at your hands. This time, revenge is on their side.



Interact with creatures that might help... or might not.



"Beneath" reveals you in ways you don't expect.



At first, forest...



...then forest...



...then forest...

FEATURES

- 30+ hours of ultra-comprehensive gameplay
- Atmospheric puzzling arcade challenge
- Multi-course action with parallel storytelling
- **Unleash your swordsmanship genius**
- **Unleash your mind from Purgatory**



RETROGAMING ARTS



GALAHAD



WARNING!

To Owners of Projector Televisions!

Televisions or projectors may cause permanent vision loss through use of the projector of the 2D (stereoscopic) format. Use is reported to extend over 100 million people at large-screen public display locations.



Playpods, Making Games People Play

Playpods is an international software developer whose name has become synonymous with quality 2D-3D games, with titles such as *Assassin*, *Bookman*, and *Legend*. Playpods has brought you their first two-legs game, *Wings* (developed with assistance of the team behind the popular 3D game *Playpods* and other titles). GALAXY!

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GETTING STARTED

1. Turn OFF the power switch on your Sega™ Genesis™.
Next insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.
The Electronic Arts™ logo appears if you don't see it, begin again at step 1.
5. Press START to bypass the title screen. The Main Menu appears.

MAIN MENU



Start game

Quit to options

Use Pad up or down to choose an option. Then press **B** to select it.





- | | |
|-------------------------|---|
| 1 Adjust controls | 5 Difficulty level (Training, Normal, Hard) |
| 2 Volume of tone | 6 Controls game help |
| 3 Sound effects* | 7 Controls user interface |
| 4 Full screen (up to 2) | 8 Exit the menu |

OPTION MENU

Use Pad up or down to move the arrow to an option, then right or left to adjust the option. When you've set all options to your preference, use Pad down to EXIT and press B.

* The above instructions do not apply to Star Wars: The Force Unleashed™ page 11

Move and Sound

Use buttons to move and sound effects using the Options menu:

- 1 Use Pad up or down to move the arrow to an option (AR/PAC, TRIG or DS, TRIG)
- 2 Use Pad right and left to select your choice of move or sound effects, and press B or TRIG

CONTROLS



These are CALAMITY's default controls. You can customize them using CONTROLS in the Options menu.

THE GAMESCREEN



1 New Book	4 Tea	7 Gold
2 Shovel	5 Fish	8 Iron Ore
3 Skin	6 Oil	

A QUEST IN THE SERVICE OF YOUR KING

You are Lakshad, one of Lorcador's (during your lifetime in the service of King Arthur) you will undertake many quests, and Lakshad will tell of your deeds to everyone in your court. Today, above, you embark on perhaps the most dangerous one of all.

High atop Tower Two in the Eastern land of Rader, from Mingson's Chamberlain, a great and powerful wizard with an evil agenda in an attempt to dethrone King Arthur to him, Mingson has stolen three Camelot treasure held copies of Arthur's greatest artifacts. Though all are precious to Arthur, Mingson knows that magical objects alone might not be enough to move the king from his throne in Camelot. To end Arthur's sorcery, he has also kidnapped Princess Lorraine of Pyggonia and his building her in Tower Two.

On a quest decided only by that for the Holy Grail, you must retrieve the artifacts, rescue the princess, and confront the evil wizard in a battle to the death. All of Camelot is counting on you. Good luck, Lakshad!

A GUIDE TO ADVENTURING

Many dangers await you on your quest, and you'll find few friends to aid you. The following will help you get started, but only your strength and wits will win you through.

NOTE: The following is based on the default controls. If you have adjusted the settings using the CONTROLS option in the Options menu, please substitute the affected controls.

Getting Around

To walk: D-Pad LEFT and RIGHT. Walk slowly. Climb and beware of every creature you see. Be especially careful of dangers which creep from the very soil upon which you walk.

To jump: press B. Jump from ledge to ledge, and jump to avoid a low-flying foe! But be careful where you jump, though you are strong and can survive a fall from great heights. (The ground may hold death in other forms.)

To duck: D-Pad DOWN. Some enemies respond well to a low crouch. Duck to avoid traps as well.

To enter buildings and portals: stand directly in front of the doorway or portal you wish to enter and D-Pad down.

Using Your Weapons

Regular Weapons

To swing your sword: press A. Your sword is your only friend, beloved. Trust it well.

To swing low: D-Pad down and press A. In this way you can easily defeat enemies lower to the ground than yourself, as well as those standing on lower ground (such as a ledge).

Special Weapons

Special weapons can be used as regular weapons (see above), but may have special powers which can only be utilized by pressing and holding A.

EXAMPLE: The Lion Blade is possessed by three Boarls. If you are carrying Boarls, Boarls: press and hold A to use the Lion Blade's special powers. If you are not carrying Boarls, use the Lion Blade as a regular weapon.

To use a special weapon:

1. Press and hold A. Watch the Power Use at the bottom of your screen.
2. When the indicator reaches the right side of the Power Use, release A to use your special weapon.

Difficulty Levels

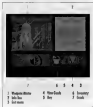
Using the **DIFFICULTY LEVEL** option in the Options menu, you can adjust game difficulty according to your preferences.

TRAINING allows you to select up to seven lives. In Training mode you play only the first world and you don't receive a percentage at the end of level.7. Colossal means maximum strength armor (4 hit points), and enemies are easier to dispatch.

NORMAL (default) lets you play all three worlds (up to five lives) and provides Colossal with medium strength armor (3 hit points). Enemies in Normal mode are fairly tough.

HARD allows you to play all three worlds (up to 5 lives) wearing minimum strength armor (2 hit points). Hard mode pits you against very strong enemies.

THE WEAPONS MASTER'S HUT



Throughout the land of *Exile* are Weapons Masters from whom you can buy weapons and armor. You'll find their huts in many places, but times are hard and some have closed up shop. You can always tell when a Weapons Master is open for business: the light on the wall has a chance the "burning" — look for smoke from the chimney.

Buying Weapons and Armor

Use **Left** or **Right** to move the highlight to an option.

Inventory

Press **F** to find out about your current weapons and armor, how much gold you have, and how many items (books) you are carrying. This information is displayed in the Info box.

New Goods

Use **Up** and **Down** to see the various weapons and armor the Weapons Master has for sale. The Info box tells you how much the items cost, how many hit points each weapon inflicts, and how many hit points each set of armor protects its wearer from.

NOTE: Only one item you can equip is displayed in the Info window.

Buy

Press **B** to buy the item displayed in the GOODS box.

Exit

Press **B** to exit the Weapons Master's hut and continue your adventures.

SAVING YOUR GAME

At the end of level 7 in worlds 1 and 2, the game gives you a password consisting of four letters (with a dash). The next time you play GURTHAD, enter the password using the **START WORLD** option in the Option menu.

To enter your password:

1. Turn on the game and go to the Option menu.
2. Use **Down** to **START WORLD**.
3. Press **A** and use **Left** and **Right** to select the first, second, third, or fourth letter.
4. Use **Up** or **Down** to cycle through the alphabet until you come to the correct letter.
5. Repeat steps 1 and 4 until you have entered the correct password. Then press **A**, **B**, or **C** to exit the **START WORLD** option.
6. Use **Down** to **EXIT** and press **B** to exit the Option menu.
7. Choose **START** at the main menu. The game begins at the password level.

Using Credits (Credits)

Using the **CREDITS** option in the Option menu, you can allow yourself up to three credits or "continues." This means that when Gathad runs out of time, you can continue playing from the

Exploding all the current level with a score of 1000.



When Link finds the 1000th rupee, the Continue screen appears.

To use continues:

1. Before the countdown reaches 3, press B.

High Scores

When the game is over, if your score is high enough you can make it on the high score screen. Note: High scores are only saved until your Game is turned off or reset!

CREDITS

Game Design: Jon Burton, Andy Ingram

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